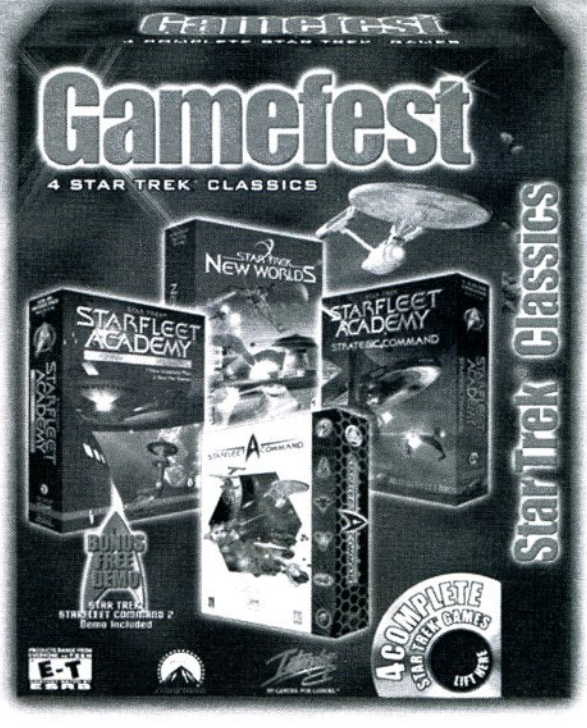
Gamefest™

4 COMPLETE GAMES



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Interplay™
BY GAMERS. FOR GAMERS.™

PRODUCTS RANGE FROM EVERYONE TO TEEN
E-T
CONTENT RATED BY ESRB

Install Instructions

1 **Insert one of the Gamefest Star Trek Classics disks into your CD-ROM drive, and wait for the autorun menu to appear. If it does not appear, or you have it disabled, double click on "My Computer," then double click on your CD-ROM drive. Then, double click on "Autorun.exe."**

2 **Select the game you with to install, and click the Install button.**

3 **You may be prompted to insert a different CD. If this happens, simply open your CD-ROM drive, remove the current disk, and insert the required disk. Once you click "OK," installation will continue.**

4 **Follow the on-screen instructions to complete the installation.**

Online Manual Instructions

1 **Insert the disk that contains the game you need the manual for.**

2 **Double click on "My Computer," then double click on your CD- ROM drive. Then, open the folder named "Manual."**

3 **Double click on the .PDF file for the manual you wish to view. If you do not already have Adobe Acrobat Reader installed, double click on AR40ENG.EXE first, to install it.**

Default Controls: Starfleet Command

ESC	End Mission
F1	Overhead Camera
F2	Chase Camera
F3	Follow Camera
F4	Enemy Camera
F5	Toggle Target Padlock
F6	Jump to ship #1
F7	Jump to ship #2
F8	Jump to ship #3
F9	HUD Minimal Information
F10	HUD Normal Information
F11	HUD Maximum Information
`	Target Nearest Enemy
1 – 4	Select Weapon Group #
CTRL + 1-4	Set Weapon Group #
5 – 8	Select Target from Memory
CTRL + 5-8	Set Target to Memory
9	Fleet Control Panel
0	Communications Panel
-	Zoom In
+	Zoom Out
BACKSPACE	Quickjump to Target Player Ship
TAB	Tactical map Panel
Q	Launch Suicide Shuttle
W	Launch Wild Weasel
E	Launch Scatterpack
R	Red Alert!
T	Target (cycles)
SHIFT-T	Target (reverse order)
Y	Target Enemy (cycles)
SHIFT-Y	Target Enemy (reverse order)
I	Toggle Deep Scan
O Switch	Schematic Displays
P	Fire Probe
[	Game Speed Slower
]	Game Speed Faster
\	Deselect Target
A	Slow Down
S	Speed Up
D	Slide Interface Bar
F	Max ECM
G	Max ECCM
H	Sensors Panel (ECM and ECCM)
J	Tractor Panel
K	Shield Panel
L	Defense Panel
;	Repair Panel
'	Helm Panel
ENTER	Chat Toggle
CTRL-ENTER	Chat Toggle (Team Message)
Z	Fire (Fire one weapon on each hardpoint)
SHIFT-Z	Alpha Strike! (Fire all)
X	Toggle Cloak
C	Max Defensive Tractor
V	Max Point Defense
B	Transporter Bomb
N	Transport Panel
M	Drop Mine
SHIFT-M	Drop NSM (Romulans only)
,	Shuttle Panel
.	Energy Panel
/	Preferences Panel
SPACE	Target Nearest Hostile Seeking Weapon
PAUSE	Pause & Issue Orders (single-player only)
HOME	Move Camera Right
END	Move Camera Left
PGUP	Tilt Camera Up
PGDN	Tilt Camera Down

Number Pad

1	Reinforce Aft Left Shield
2	Reinforce Aft Shield
3	Reinforce Aft Right Shield
4	Reinforce Left Shield
5	Start HET
6	Reinforce Right Shield
7	Reinforce Forward Left Shield
8	Reinforce Forward Shield
9	Reinforce Forward Right Shield
0	Emergency Deceleration
.	Orbit Target
/	Erratic Maneuvers
*	Follow Target

Use the Options screen on the main menu to change the hotkey bindings.

New Worlds

Default Controls: Hot Keys and Shortcuts

TAB	toggle full-screen Tricorder
SPACE BAR	jumps the camera to the last r reported event, such as a battle or a mine running empty.
HOME	jumps the camera directly to the Colony Hub
V	displays the Vehicle Menu (only with a Vehicle Yard present)
B	displays the Building Menu
C	displays the construction queue
SHIFT+V	cycles through mobile units
SHIFT+B	cycles through colony structures
F1	set full 3D camera view
F2	set Isometric camera view
F3	set Close-Up Isometric view
Q	cycle through camera views
Z	record camera position/orientation
X	jump to recorded camera position/orientation
A	select all player APC units
T	select all player Tank units
S	select all player Science Vehicles
P	select all player Photon Artillery units
CTL+1 to 5	designates a group of selected units with that number
1 to 5	selects the unit group designated with that number
SHIFT+1 to 5	selects the unit group designated with that number and jumps the camera to their position
ESC	allows the player to quit the current game and return to the main menu
PAUSE	allow the player to 'freeze' the game, pressing pause a second time allows the game to continue

Communications Window (during multi-player games)

ENTER	opens console to type message; pressing ENTER again will send the message to all players
CTRL+F	sends your message to the Federation player
CTRL+K	sends your message to the Klingon player
CTRL+R	sends your message to the Romulan player

Camera Controles

Isometric Camera

(Press F2 to access this camera, or F3 for a zoomed-in version)

LEFT MOUSE BUTTON	select the unit or structure under the game pointer
RIGHT MOUSE BUTTON	cancel the current selection(s)

DOUBLE LEFT CLICK (WITH UNIT(s) SELECTED)

this open the Playbook Options Window, providing the player with various command options

POINTER TO TOP OF SCREEN

(or) UP ARROW KEY – scrolls the game screen up

POINTER TO BOTTOM OF SCREEN

(or) DOWN ARROW KEY – scrolls the game screen down

POINTER TO LEFT OF SCREEN

(or) LEFT ARROW KEY – scrolls game screen left

POINTER TO RIGHT OF SCREEN

(or) RIGHT ARROW KEY – scrolls game screen right

CTRL+LEFT MOUSE BUTTON – zoom camera in on the pointer

CTRL+RIGHT MOUSE BUTTON – zoom camera out

NUMPAD 4	rotates the camera view counterclockwise
NUMPAD 6	rotates the camera view clockwise
NUMPAD 8	zoom camera in on the pointer
NUMPAD 2	zoom camera out

Full 3D Camera

(Press F1 to access this camera view)

LEFT MOUSE BUTTON – select the unit or structure under the pointer

RIGHT MOUSE BUTTON - cancel the current selection(s), deselect the current associated selection and return the camera to 'Free' mode

DOUBLE CLICK LEFT – using this on a player structure or mobile unit will associate the camera with that selection

DOUBLE CLICK RIGHT	'Jump' to that location on the terrain
DOUBLE LEFT CLICK (with unit(s) selected)	opens the Playbook Options Window
UP ARROW KEY	moves the camera forwards
DOWN ARROW KEY	moves the camera backwards
LEFT ARROW KEY	'strafes' the camera to the left
RIGHT ARROW KEY	'strafes' the camera to the right

NUMPAD 4 (or) POINTER TO LEFT OF SCREEN – rotates the camera view counterclockwise

NUMPAD 6 (or) POINTER TO RIGHT OF SCREEN – rotates the camera view clockwise

NUMPAD 5 reverses the camera view

NUMPAD 8 zoom camera in on the pointer

NUMPAD 2 zoom camera out

NUMPAD 7 (or) POINTER TO TOP OF SCREEN – raises the camera elevation

NUMPAD 1 (or) POINTER TO BOTTOM OF SCREEN – lowers camera elevation

NUMPAD 9 (or) PAGE UP – angles the camera pitch down

NUMPAD 3 (or) PAGE DOWN – angles the camera pitch up

Starfleet Academy

Command and Control	
Alert Status Status GREEN	A then G
YELLOW alert	A then Y
RED alert	A then R
Bridge station submenu	B
Bring up HOT KEY list	F1
Chat macros for net play	F5 – F8
Cloak ship (if ship is capable)	C
Damage control submenu	D
Energy allocation submenu	E
Full screen / Bridge view toggle	F3
Hailing submenu	H
Initiate transport	I
Mission Objectives	O
Options menu	
/Back out of current screen	Esc
Radar Mode/Damage icon toggle	Tab
Zoom in	Pg Up
Zoom out	Pg Dwn
Engage warp	<Shift>+W

Targeting & Weapons

Fire phasers	Alt
Fire photon torpedoes	Ctrl
Launch Probe toward current target	P
Manual aiming / Auto targeting toggle	W
Next object ship	Kypd *
Next ship select	Kypd 0 (ins)
Previous object target select	Kypd /
Previous ship target select	Kypd . (del)
Radar ranges toggle	R
Regular / Disabling phaser fire toggle	F
Scan current target	S
Select nearest enemy as target	Kypd +
Target subsystem submenu	V then (1 – 8)
Tractor selected target	T

Flight Controls

Accelerate forward	Kypd 9
Cancel all acceleration, stop roll	Kypd 5
Climb / Point nose of ship up	Kypd 2
Decelerate / Accelerate backwards	Kypd 7
Dive / Point nose of ship down	Kypd 8
Impulse Power set power to % of maximum (1=10% 0=100%)	1 - 0
Reverse speed set power to % of maximum (1=10% 0=100%)	Shift + (1 – 0)
Roll to port (Left)	Kypd 1
Roll to starboard (Right)	Kypd 3
Turn to port (Left)	Kypd 4
Turn to starboard (Right)	Kypd 6
Full Stop	~

TROUBLESHOOTING DOCUMENTS ONLINE!

Interplay Entertainment Corp. Technical Support now offers troubleshooting guides with complete installation and setup instructions as well as information that will help you overcome the most common difficulties. If you have access to the World Wide Web, you can find these at

http://www.interplay.com/support/

Here you will find troubleshooting information on as well as information on regular system maintenance and performance.

DirectX http://www.interplay.com/support/directx/
Joysticks http://www.interplay.com/support/joystick/
Modems and Networks http://www.interplay.com/support/modem/

(For game-specific information and additional troubleshooting, visit our main page at http://www.interplay.com)

If you have questions about the program, our Technical Support Department can help. Our web site contains up-to-date information on the most common difficulties with our products, and this information is the same as that used by our product support technicians. We keep the product support pages updated on a regular basis, so please check here first for no-wait solutions: http://www.interplay.com/support/

If you are unable to find the information you need on our web site, please feel free to contact Technical Support via e-mail, phone, fax, or letter. Please be sure to include the following information in your e-mail message, fax, or letter:

-Title of Game
-Computer manufacturer
-Operating system (Windows 95, DOS 6.22, etc.)
-CPU type and speed in MHz
-Amount of RAM
-Sound card type and settings (address, IRQ, DMA)
-Video card
-CD-ROM
-Mouse driver and version
-Joystick and game card (if any)
-A copy of the CONFIG.SYS and AUTOEXEC.BAT files from your hard drive
-A description of the problem you're having

If you need to talk to someone immediately, call us at (949) 553-6678 Monday through Thursday between 8:00AM-5:45PM, and Friday 9:00am-4:45pm Pacific Standard Time with 24 hours, 7 days a week support available through the use of our automated wizard. Please have the above information ready when you call. This will help us answer your question in the shortest possible time. When you call you will initially be connected with our automated wizard. For information pertaining to your specific title, press "1" on the main menu and listen carefully to all prompts. All titles are listed alphabetically. After you have selected your title, the most common difficulties will be listed. If the difficulty you are having is not listed or you need additional assistance, you may press "0" on your games main menu, and you will be transferred to a Technical Support Representative.

Interplay Entertainment Corp. Support Fax: (949) 252-2820

Interplay Entertainment Corp. Technical Support

16815 Von Karman Avenue
Irvine, CA 92606

HOW TO REACH US ONLINE

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As a company of fanatic gamers, we love the idea of gamers all over the world tapping into cyberspace to see, touch and feel our latest games. No hype, no marketing campaign; just great games. To make it work, our goal is to keep this site fresh and new, to make it a place where you can tell US what you like about our games... and what you don't like about them. So use the feedback options on these pages and sound off.

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Once again, welcome.

Brian Fargo
C.E.O.

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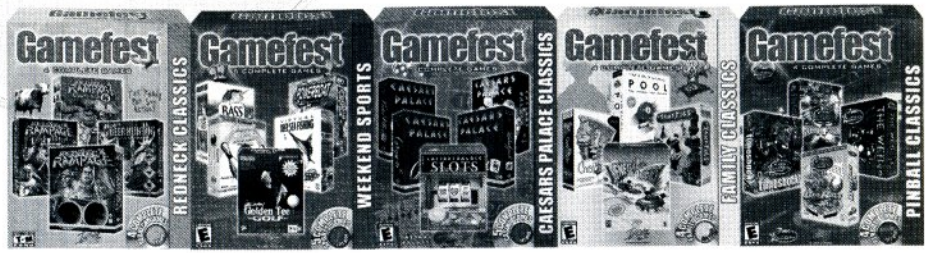

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